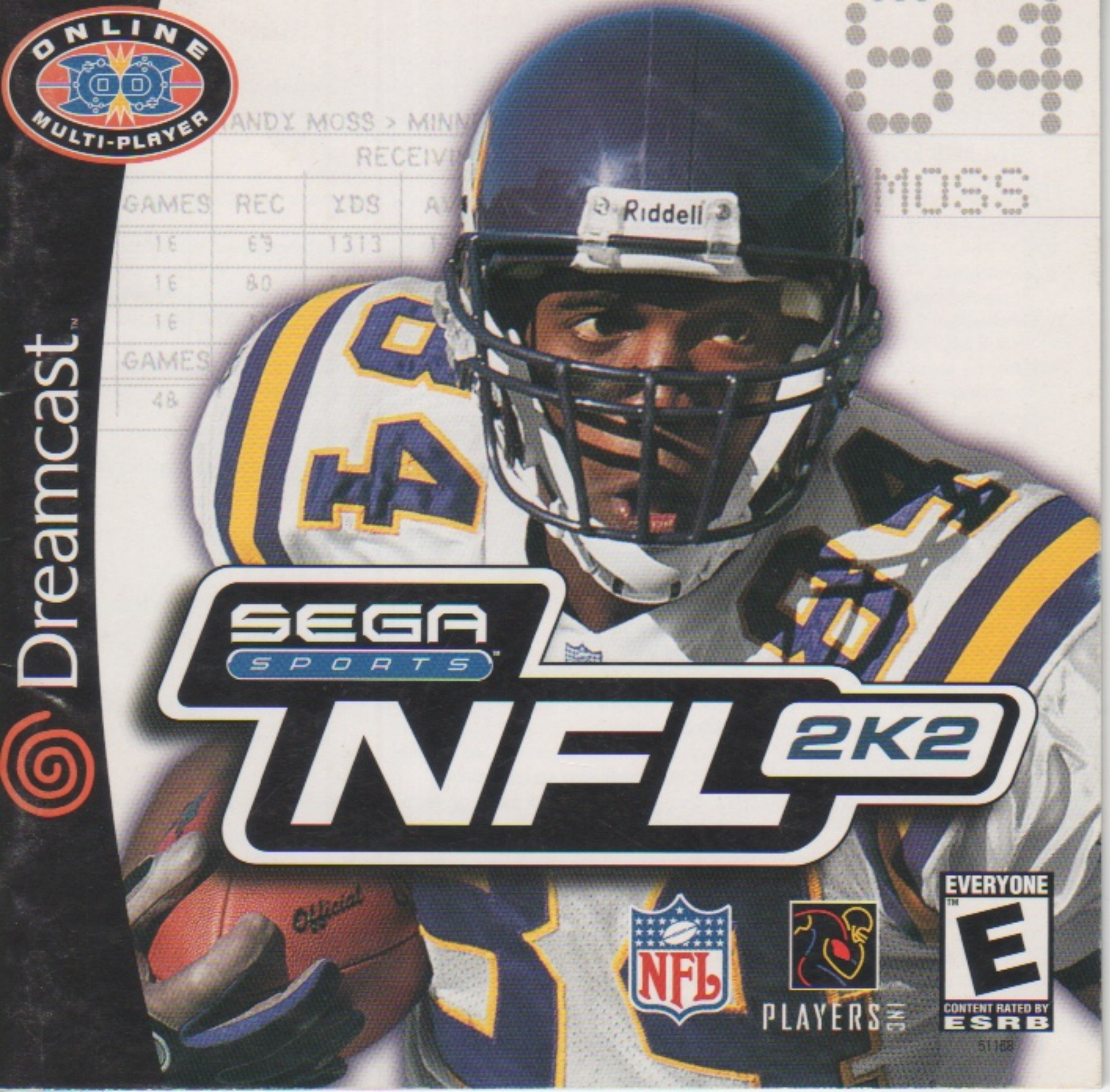
ONLINE
MULTI-PLAYER
Dreamcast.
Riddell
SEGA
SPORTS
NFL 2K2
NFL
PLAYERS INC
EVERYONE
E
CONTENT RATED BY
ESRB
51168

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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INTRODUCTION

Are you ready?

The power of the Dreamcast brings professional football to life. No, this isn't just the sequel to last year's awesome football game NFL 2K1, or just the successor to the jaw-dropping NFL 2K. This year it's a whole new ball game.

Are you ready?

All of the great features you've come to expect from Sega Sports are there. You've got Exhibition Mode, Tourneys, Playoffs, Franchise Mode, Season Mode, and Fantasy Mode. It's all there and it's been retuned for NFL 2K2. Each team's playbook has been updated along with the rosters - you'll be able to run your favorite team just like it's the real thing.

Are you ready?

With NFL 2K, Sega stunned the competition with jaw-dropping graphics and expert gameplay. Not content to rest on their laurels, the team has rebuilt the graphics engine for NFL 2K2 and added tons of new motion-captured animations. The AI has been sharpened to a razor fine edge - you'll have to be at the top of your offensive game to lead your team to the end zone. Use the improved running game to pound the defense and then throw long to your speedy wideouts for the score. On defense, you will have to be on the top of your game, too. The offense's AI will now take advantage of each quarterback's strengths so if you're playing against a mobile QB, you better watch for the rollout.

Are you ready?

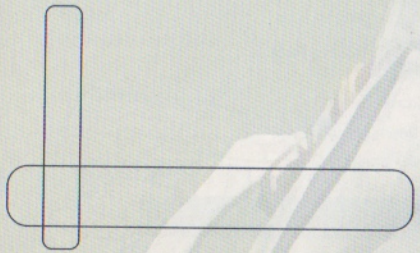
Oh, and did we forget to mention Network Play? Yup, you can go online with NFL 2K2 and compete with players from around the country. But this year there's a little bit of a twist. We're going to keep track of all of your wins, losses and dropped connections. Why? To find out who the best of the best is, of course. Each time you head online make sure you check out the Top 50. Do you have enough game to crack this elite list of players?

Are you ready?

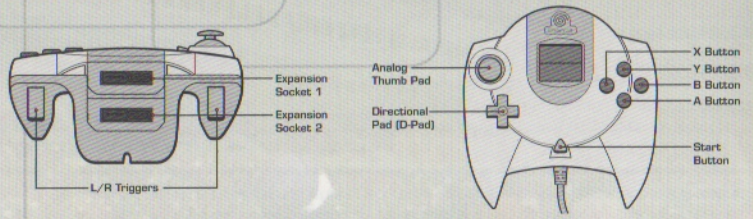
Pop in your disc. Get out of the locker room and onto the field. This is NFL 2K2 and this is the ultimate professional football experience. Are you ready?

STARTING THE GAME

NOTE: Sega Sports™ NFL 2K2 is a one to four-player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.



Control Summary



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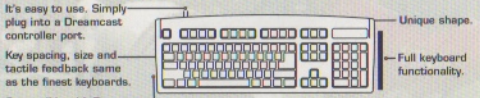
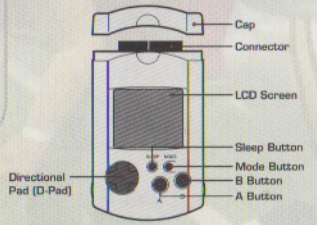
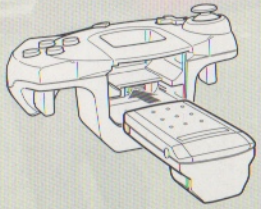
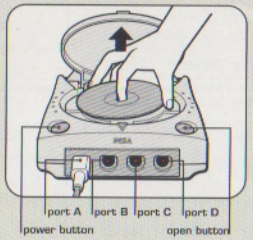

It's easy to use. Simply plug into a Dreamcast controller port.
Key spacing, size and tactile feedback same as the finest keyboards.
Compatible with Dreamcast internet browser.
Unique shape.
Full keyboard functionality.

Virtual Memory Unit



Jump Pack





NFL 2K2 is designed with analog functionality in mind. The SEGA Dreamcast analog controls provide a fuller range of motion and add to the overall depth of the game. By going to the Game Options -> Controller menu however, you can change the control scheme to use the D-Pad instead. Either way is acceptable, it's a matter of personal preference.

To highlight and select specific menu items, press the Analog Stick (or D-pad) in the direction of the menu item until it highlights. If you have questions when viewing most menus and screens, press the Y button for Command help.

MENU CONTROLS

Button	Action
Analog Pad (or D-Pad)	Highlight menu options
A	Select / Scroll through the highlighted selections.
B	Cancel selection / return to previous.
X	Change menu focus
Y	Command Help Menu

Coach's Corner: Getting Help

If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.

GENERAL GAMEPLAY CONTROLS

Button	Action
Start (during gameplay)	Pause Menu
Analog Pad	Highlight formations or play sets
D-Pad (at line of scrimmage)	Change control of your player

CALLING PLAYS

Button	Action
R/L	Toggle through formations
A	Select formation or play
B	View previous formations or play sets
X	Flip play or formation

NOTE: You can also call plays from your VMU (see Game Options Menu on page 20.). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen. If you press the X Button (flip play formation) a two-way arrow icon will appear on the main screen to indicate a successful play flip.

Coach's Corner: Bluff Mode

Hey, no cheating! When you are playing against another human opponent, the last thing you want them to know is what play you are calling. To keep the information secret, press the A button and keep it held down. You can then scroll through other pages of plays or formations to hide your play. When you release the A button, it will call the play you originally selected.

When you are playing a game with more than one person per team (e.g. two-on-two), either player on the team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Be careful though, both players will be able to select the play at the same time, so you will want to designate who the play-caller will be.

If you have VMU Play Calling activated, both players can cycle through the plays on the VMU. However, only the player who is plugged into the priority controller port will be able to view the plays on the VMU screen (Port A has priority over B, C, and D; Port B has priority over C and D; etc.).

Coach's Corner: Play Calling

Stuck on what play to call? Then ask NFL 2K2 for assistance. During play calling, press the A button once and either the offensive or defensive coordinator for your team will suggest a play. Press the A button again to accept the selection.

BEFORE THE SNAP

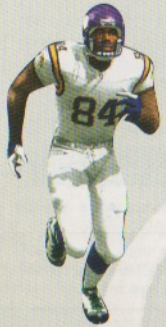
Button	Action
Analog Stick L/R	Send eligible receiver in motion
L/R	View receiver's button assignments, player names and fatigue levels.
A	Hurry players to the line of scrimmage / snap ball
Y	Call up the Audible Menu, press A, B, or X to select an alternate play. Press Y again to cancel.
X	Lower crowd noise (quarterback)
B	Fake snap signal

Coach's Corner: No-Huddle Offense

Time running out? Need to score quick? Want to try catching the defense off guard? Then try running the no-huddle offense. Press the Y button immediately after completion of the play to quickly run the same play again. You can always call an audible once you've gotten your team set at the line, you just need to hurry them back to get the play off quickly.

RUNNING

Button	Action
A	Speed Burst / Power Move
L or R	Stiff Arm Left or Stiff Arm Right
L+R	Juke Move
X	Dive
Y	Hurdle or High Step
B	Spin Move
D-Pad	Lateral the ball to the closest teammate behind you.
Instant Energy	Press and hold A while running to fill the player arrow completely, then press any special move button to perform a more powerful move.



Coach's Corner: Power Moves

Instant Energy only lasts for a short period of time. Use it sparingly, as overuse can increase the likelihood of a fumble.

PASSING

Button	Action
Any Button	Pass to that receiver (double tap to fake)
D-Pad	Throw the ball away

QUARTERBACK SCRAMBLE

Even the best offensive line is going to let a defender through every once in a while, so you'd better be ready to get out of the way. Hold down the R Trigger and your QB becomes a runner and you can scramble out of the way. Use the R Trigger with the buttons below to pull off some power moves to evade would-be tacklers. Once you've crossed the line of scrimmage, you can't pass the ball anymore, so you can let go of the R Trigger and run the play like a normal running back would.

Button	Action
R+L	Juke Move
R+A	Speed Burst / Power Move
R+B	Spin Move
R+X	Slide / Dive
R+Y	Hurdle

Coach's Corner: Throwing on the run

Sometimes the defense will bite on a QB scramble and the cornerbacks will come up to try and tackle him. But as long as you are behind the line of scrimmage, you can still pass the ball. So, if you see a cornerback leave his receiver, let go of the R Trigger and pass the ball.

MAXIMUM PASSING

If you want total control over your offensive results, turn on Maximum Passing from the Controller Assignment Screen (see page 21). With Maximum Passing activated, you can lead your receivers to thread the ball in front of, behind and around the defenders. To use Maximum Passing, press the Analog Stick in the direction in which you want to adjust the throw. Press a little for a small adjustment; press harder for a bigger adjustment. For example, to lead the receiver, press Up on the Analog Stick. To throw behind and to the left of a receiver, press Down and Left.

Coach's Corner: Passing

With Maximum Passing you've got total control over getting the ball into the receivers' hands. Tapping the pass button lobs the ball to the receiver – that's good for letting a receiver run underneath it, but gives time for the defenders to close on the ball. Holding the pass button down longer (making sure to release it before the ball leaves the quarterback's hand) will result in a normal throw. Finally, holding down the button past the ball's release will result in a bullet pass - great for when you have to get it to the receiver quickly.

CATCHING A PASS

Button	Action
B	Select receiver nearest the ball
X	Dive for pass
Y	Jump for pass

Note: When catching a pass, it is not necessary to press an action button, but doing so will increase your chances of successfully catching the ball.

On Defense

BEFORE THE SNAP

Button	Action
B or D-pad	Select a defender
Analog Stick	Re-position defender
L or R	View players (with defensive back selected)
L or R	Shift defensive line (with defensive lineman selected)
A	Hurry players to line of scrimmage
X (at line of scrimmage)	Pump up the crowd
Y	Call audible. From the Audible Menu, press A, B, or X to select alternate play. Press Y again to cancel audible.

Coach's Corner: Hands Free

Would you rather be the strategist or the tactician? On defense you don't have to take control over the players - you can let the killer AI take care of it if you want. Just make sure you don't touch the controller (either moving the analog stick or pressing a button) and the AI will do the rest. If you do touch the controller, it's up to you - you will be in control of one of the 11 players on defense.

AFTER THE SNAP

Button	Action
B	Take control of the defender nearest to the ball.
A	Speed Burst
X	Dive / Tackle
Y	Jump to knock down or intercept a pass
L or R	Defensive Line Special Move
D-Pad	Swap control of your players
Instant Energy	Press A while running to fill the player arrow completely. Then press any special move button to perform a more powerful move.

DEFENSIVE LINE

NFL 2K2 contains a series of special moves for the defensive linemen, including spin, club, under and swim moves. Depending on a player's position and attributes, one of the moves will be performed when the special move button is pressed.

Button	Action
L	Perform a move to the left
R	Perform a move to the right

*Note, you have to be engaged by a blocker to execute a special move.

Coach's Corner: Using The Right Player

Before the snap, you can use the D-Pad or the B Button to select which defender you are controlling. Try to use a lineman or a blitzing linebacker or safety - that way, all you have to worry about is getting to the QB or hitting the running back in the backfield. If you select a cornerback or a safety that is dropping back in coverage, you won't be able to see the man you're supposed to be defending if he runs off screen. This leaves you open for big pass plays.

SPECIAL TEAMS

KICKING THE BALL

1. Set the ball trajectory and direction with the analog stick. Be sure you take into account the movement of the arrow, it will drift if you let go of the analog stick.
2. Press A to snap the ball / start the play.
3. Press A again to stop the power meter as close to the top as possible for a booming kick.

RECEIVING PUNTS AND KICKOFFS

Button	Action
Analog Stick	Control return man after reception
D-Pad	Lateral ball after reception
Y (before catching ball)	Fair Catch (on punts only)
Y (after catching ball)	Down the ball (In the end zone only)
Hold L or R	View selected player names on both teams

Coach's Corner: Special Teams

Having quality special teams can make a difference in the game. Pinning the opponent inside their own 5-yard line or nailing a 40+ yard field goal can be key. Make sure you work on your kicking game as well as your offense and defense.

REPLAY CONTROLS

Need to see that play again? Want to rub it in your friend's face after the big score? Then bring up the Replay feature of NFL 2K2 from the pause menu to view the last play again.

A	Play at real time speed
B	Zoom Out
X	Zoom In
Y	Replay Panel ON / OFF
L	Rewind (analog)
R	Fast forward (analog)
D-Pad	Move aim indicator
Analog Stick Up	Pan High
Analog Stick Down	Pan Low
Analog Stick Left	Pan Left
Analog Stick Right	Pan Right

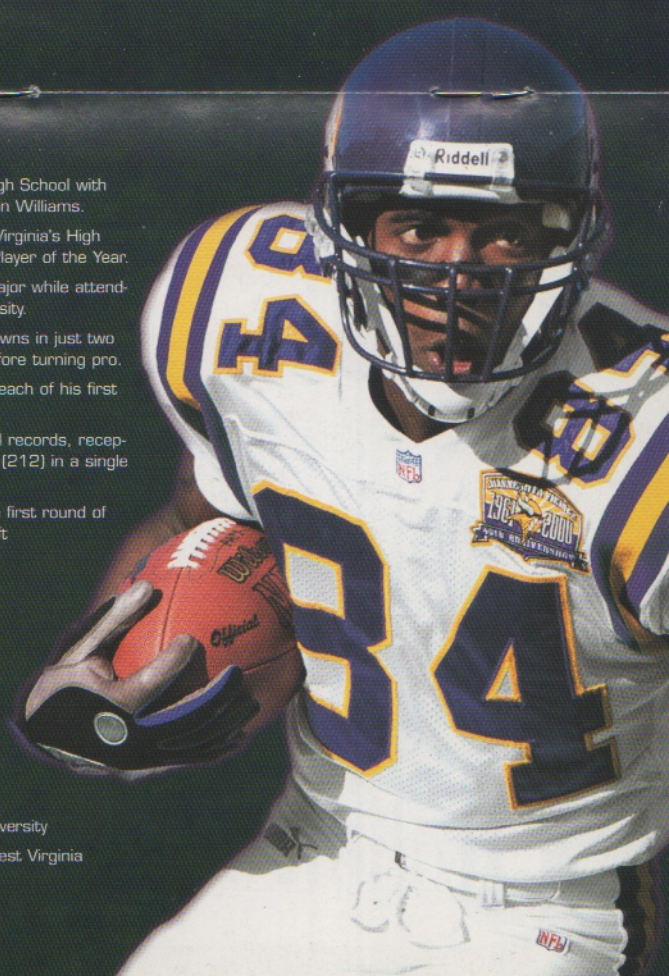
Note: While moving the aim indicator, you can also "lock on" to any player to follow him throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.

Randy Moss Bio

When the Minnesota Vikings need a big play they know who to turn to - No. 84, Randy Moss. The defense knows it too, but there's nothing they can do to stop him. Over the defenders, under the defenders, one-handed, two-handed, forwards or backwards, all the QB has to do is get the ball near him and Moss will come down with it. In 1998, the rookie sensation from Marshall University caught 69 passes for 1313 yards. Ok, nobody knew how good he was - the defense would catch up to him in his second season, right? Wrong. His encore performance was 80 catches for 1413 yards. He topped that in year three with 77 catches for 1437 yards. What will year four hold? Find out in your season on NFL 2K2 and watch him on television each week.

Year	1998	1999	2000	Career
Games	16	16	16	48
Starts	11	16	16	43
Receptions	69	80	77	226
Yards	1313	1413	1437	4163
Average	19	17.7	18.7	18.4
Long	61	67	78	78
TD	17	11	15	43
40+ Yards	14	8	8	30

- Went to Dupont High School with NBA standout Jason Williams.
- Twice Selected as Virginia's High School Basketball Player of the Year.
- Was a Business Major while attending Marshall University.
- Scored 53 touchdowns in just two college seasons before turning pro.
- NFL Pro Bowler in each of his first three seasons.
- Holds two Pro Bowl records, receptions (9) and yards (212) in a single game.
- Drafted 21st in the first round of the 1998 NFL Draft



STATS:

Height: 6'4"

Weight: 204

Birthdate: 2/13/77

College: Marshall University

Hometown: Rand, West Virginia

GAME SET UP

After the NFL 2K2 title screen has appeared, press Start to see the main menu screen. From here, you can jump to any one of your favorite game modes. Need to brush up on your game? Head on out to the practice field to run the plays in your playbook. Ready for next week's game? Then head on over to Exhibition, Season, Tourney, Playoff or Network Mode to get into the game.

MAIN MENU

Practice: Brush up on your favorite team's formations and plays

Tourney: Set up a tournament with 4, 8 or 16 teams.

Exhibition: Select two teams and head on out to the field

Season: Are you ready to take your team all the way to the Super Bowl?

Franchise: Take over the job of general manager and coach as you guide your team from season to season. You will have to cut and sign players, draft college kids, and manage the salary cap in your quest to build a dynasty.

Options: Change the game settings

Quick Start: Let the computer choose the teams for a quick exhibition game.

Tutorial: Learn the game directly from NFL 2K2. This is perfect for new players as onscreen menus will guide you through the game.

Customize: Design your own plays, players, and teams.

Network: Sign on and play over a network connection.

OPTIONS MENU

Customize the way you want to play NFL 2K2 prior to kick off with this menu. Press A to cycle forward through an option selection, press X to cycle backward.

Weather	Time of day, temperature, precipitation, wind speed and fog.
Game Options	See Game Options Menu on the next page.
Controller	Adjust the control / button settings
Credits	Find out who worked on NFL 2K2
Presentation	Adjust the game amenities (action replays, commentary, sound effects, volume, etc)
Penalties	Control the frequency of any penalty.

GAME OPTIONS MENU

Select Game Options from the Main Options Menu and adjust the following settings.

Quarter Length	1 – 15 minute quarters
Skill Level	Rookie, Pro, All-Pro
Play Calling	By formation (4-3, I Form, Shotgun, etc) or by Type (Blitz, Long Pass, Short Pass)
VMU Play Calling	On / Off
Game Speed	Slow, Normal, or Fast
Fatigue	On or Off
Advanced Line Moves	On or Off
Injuries	On or Off
Coach Mode	On or Off (when On, you pick the play, NFL 2K2 handles the rest)
Performance EQ	On or Off (when On, both teams will have the same skill level)

Coach's Corner: Performance EQ

Performance EQ will balance two teams stats so you are playing on an even playing field.

Now that you've got all of the basics down, let's head on out to the field and throw the pigskin around. Here's the flow of all the menus and screens you see as you set up an Exhibition game.

CHOOSING TEAMS

Use the analog stick to move your controller icon to either the team on the left (visitors) or the team on the right (home team). Then use the L and R triggers to scroll through the list of all the teams available in NFL 2K2.

CONTROLLER ASSIGNMENT SCREEN

Once you've selected the teams, the Controller Assignment screen appears. Press the analog stick or D-Pad LEFT / RIGHT to align your controller with the team you wish to command. If you wish to use Maximum Passing (and you should to get the ultimate NFL 2K2 experience), press the A Button to toggle it on. When everything is set the way you want, press the Start Button to advance to the game.

COIN TOSS

Visiting team gets to call it. Winner of the toss gets to choose whether to kick or receive. Loser chooses which goal to defend. Following the coin toss, the Special Teams play calling screen appears.

SELECTING YOUR PLAYS

If you want to get to the Super Bowl, you'll have to have three key ingredients: talent, teamwork, and execution. This isn't old school AI where you could call the same plays over and over again. To win, you are going to have to mix up your plays on offense and defense. Play to your team's strengths. If you have great cornerbacks, you can gamble more with blitzes and man-to-man coverage. If you have a great running back, then pound the ball out on the ground. For the offensive playbook, passing plays are displayed in blue and running plays are displayed in red.

PAUSE MENU

The Pause Menu allows you to stop gameplay and call a time out, select your audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. When you are playing with more than one person, the player who pressed the Start Button to enter the Pause Menu has control of selecting all of the above options.

GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NFL 2K2 has to offer.

PRACTICE

Practice makes perfect. Head on over to the practice field to learn the formations and plays of your favorite team. Fine tune the running game, learn the timing of your passing routes, and find your defensive positioning. Once you're into Scrimmage Mode, you have a number of different styles of practice.

Special Move Practice	Get a feel for the controller and how to perform special moves
Full Scrimmage	Line up against another team
Offense Only	Work out the kinks in your offense without a defense to get in the way
Scrimmage Line	Where you will be starting the play
Direction of Play	North (up the screen) / South (down the screen)
Randomize Defense	Set what type of defensive formation the CPU can call

Randomize Offense	Set what type of offensive formation the CPU can call
Offense Play Type	Set Offense to practice Pass, Run or Both
Randomize Down	Select the play situation
Defensive Play	Pick a specific Defensive play to practice against
Offensive Play	Pick a specific Offensive play to practice against.

TOURNEY

Choose either to play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each team of the 4,8, or 16-team tournament that you are running.

SEASON

Take your team through the regular season schedule. Compete for a playoff berth against the best of the league. The three division champions and three wild cards make the playoffs from each conference. Do you have what it takes to make it all the way to the Super Bowl?

PLAYOFFS

Do you want to skip the regular season and go straight to the playoffs? This is your chance. You'll start out with a view of the playoff brackets. As you win each game, you'll move a step closer to the Super Bowl. You can let the CPU simulate any game in the playoff bracket, but be careful, this is a do or die chance. If your team loses, you're out of the playoffs and watching the rest of the games from the sidelines.

FRANCHISE

Franchise Mode is a lot like Season Mode. You pick your team and go through a full season. But it's at the end of the season where Franchise Mode is different. After the postseason is complete, you will have to make decisions about your team. Players will retire, contracts will be up and free agents will have to be signed, and then there is the college draft. Keep in mind the salary cap as you guide your team from season to season.

FANTASY

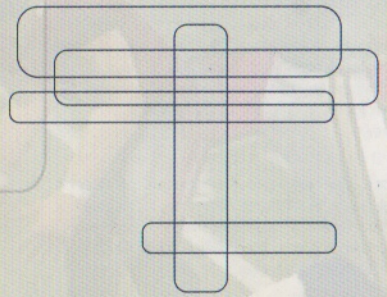
This is your chance to draft your own team and play out a regular NFL season. Compete against 31 CPU and/or human opponents. Make sure you draft your team with depth in mind. You never know when the starter is going to go down and his backup will have to step in. If you don't feel like drafting into the later rounds, let the computer take over once you have the core of your team set.

QUICK START

NFL 2K2 will pick two teams at random for a quick exhibition game.

TUTORIAL

Learn right from NFL 2K2. The game will guide you with on-screen help boxes as you learn how to play NFL 2K2. This is a great way for new players to learn from the best.



NETWORK PLAY

1. Select "Network" on the main menu and press the A Button.
2. Network Login Details
   a. Use the D-Pad or Analog stick to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog Stick will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start Button will advance from the keyboard entry screen once the username has been entered.
   b. Use the D-Pad or Analog stick to highlight "Password" and press the A button. Follow the same steps for entering your password as in step a.
   c. Use the D-Pad or Analog stick to highlight "Phone" and press the A button. Follow the same steps for entering your primary dial up number as in step a.
   d. Optional: Use the D-Pad or Analog stick to highlight "Backup Phone (Optional)" and press the A button. Follow the same steps for entering your backup dial up number as in step a.
3. Entering a Screen Name
   a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog stick and press the A button to select "NO".
   b. Use the D-Pad or Analog stick to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 6 characters long with a maximum of 16.
   c. Use the D-Pad or Analog stick to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 16.

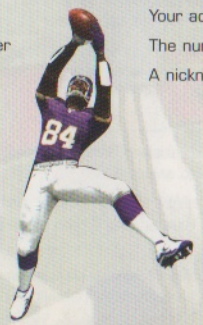
d. Optional: Use the D-Pad or Analog stick to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.

4. Once you are online

Now that you've logged on, you now can check out all of the online features in NFL 2K2. Ever wanted to know who the best of the best is? NFL 2K2 keeps track of all your stats (Wins, Loses, and Drops) and ranks the players. The Top 50 can be viewed so you will know who the best is. You can also participate in scrimmage and challenge games online.

NETWORK SETTINGS

Setting	Function
User Name	Your login name for getting on the network
Password	Your account password
Phone Number	The number you dial to get online with
Handle	A nickname for while you're online



CUSTOMIZE

NFL 2K2 lets you customize it all. You can design your own plays, players and teams. You can even keep tally of your personal in-game records and review the records of other human players.

Creating a player

Build your own top prospect. Adjust everything about him, from his face mask all the way down to the kind of shoes he wears!

Building a team

This allows you to create an entire team of players of your liking. Can you build a power-house program?

Creating your Own Plays

This feature allows you to edit an existing play or create a brand new one. Got a play that always worked when you were playing with your friends out on the field? Draw it up here and see how the CPU will deal with it.

Designing a Play

1. Import a previously saved play or create a new one
2. Name the play
3. Decide whether it's an offensive or defensive play
4. Select the formation and play type (i.e. pass, pitch, option)
5. Select the position you'd like to edit
6. Cycle through the dozens of route variations and assignments
7. Modify the player's route to take him exactly where you'd like him to go

Saving/Loading

The game automatically saves data for you after you exit a mode (Season, Tourney, Dynasty, etc), if you have a VMU with enough room, that is!

VISUAL CONCEPTS

Lead Engineer
Tim Meekins

Director of Technology
Tim Walter

Artificial Intelligence Engineer
Shawn Lee

Engineers
Chris Larson
Matt Hamre
Nick Jones
Alex Lee
Johnnie Yang
Mark Roberts
Matt Underwood

Library Engineers
Chuck Batson
Ivar Olsen
Eivind Hagen

Art Director
Matt Crysdale

Player Model
Eric Apel
Fred Wong

Player Model cont.
Desha Chanhdara
John Lee

Player Animation Director
Alvin Cardona

Player Animation
Joel Flory
Anton Dawson
Ji Ahn

Stadiums
David Lee
Hsing Wen Hsu

Cinematic Sequences
Hsing Wen Hsu
John Lee

Front End / Overlays
David Northcutt

Audio Director
Brian Luzietti

Sound Designer
Larry Peacock

Dialog Editor
J. Mateo Baker

Motion Capture Director
Matt Karnes

Motion Capture
Rich Nelson
Gavin McCall

Executive Producer
Greg Thomas

Project Manager
Jeff Thomas

Assistant Project Managers
Rustin Lee
Abe Navarro
Brandon Justice

Director of Quality Assurance
Chien Yu

Lead Tester
Kurt Maffei

Quality Assurance
Donell Williams
Benjamin Bishop
Haven Rocha
Dennis Chu
Benjie Galvez

Motion Capture Talent
Randy Moss
Tyrone Wheatley
Ken Shelton
Tim Rattay
Stokes Aitken
Bernard Bendinger
Absolom Jefferson

Audio Script Writing
Rob Thomas

Audio Script Consultant
Alan Luzietti

Voice Over
Terry McGovern as Dan Stevens
Jay Styne as Peter O'Keefe
Elaine Clark - as Michelle Weshphal
Doug Dull - as the PA Announcer
Tim White - as the Referee

Player Voices
Brian "Street Frog" Grenier
Rockne "Rock" Tarkington
Jason Gaines
Brian Shute
Nick Navos
Nick Doplemore
Joe Horde

Playbook Design
Sportvision

Special Thanks
Wayne Herman
Jenn Baker
Richard Yee
Jorge Rodriguez
Kyle Lai-Fatt

SEGA OF AMERICA

Product Manager
Stacey Kerr

Associate Product Manager
Michael Rhinehart

Lead Tester
Ed Brady

Assistant Lead Testers
Richard Allard
BJ Enriquez
Jeff Sideno

Testers
Joe Amper
Jay Baldo
Seth Benton
Daniel Chang

Testers cont.
Jake Covert
Mike DelaCruz
John Diamonon
Benjie Galvez
Robert Hernandez
Jenric Herrera
Art Liboon
Eric Ling
Mike Lowe
Joe Mora
Blair Sondker
Neil Sorens
Dave Talag
Bill Venegas

Licensing
Jane Thompson
Robert Leffler

Creative Services
Bob Schonfisch – Director
Angela Santos – Project Manager
Vicki Morawietz – Manual Designer

Manual
Keith M. Kolmos

Special Thanks
Peter Moore
Chris Gilbert
Joe Culley
John Golden
Cindy Jenney

SEGA.COM

Network Executive Producer
Jerry Markota

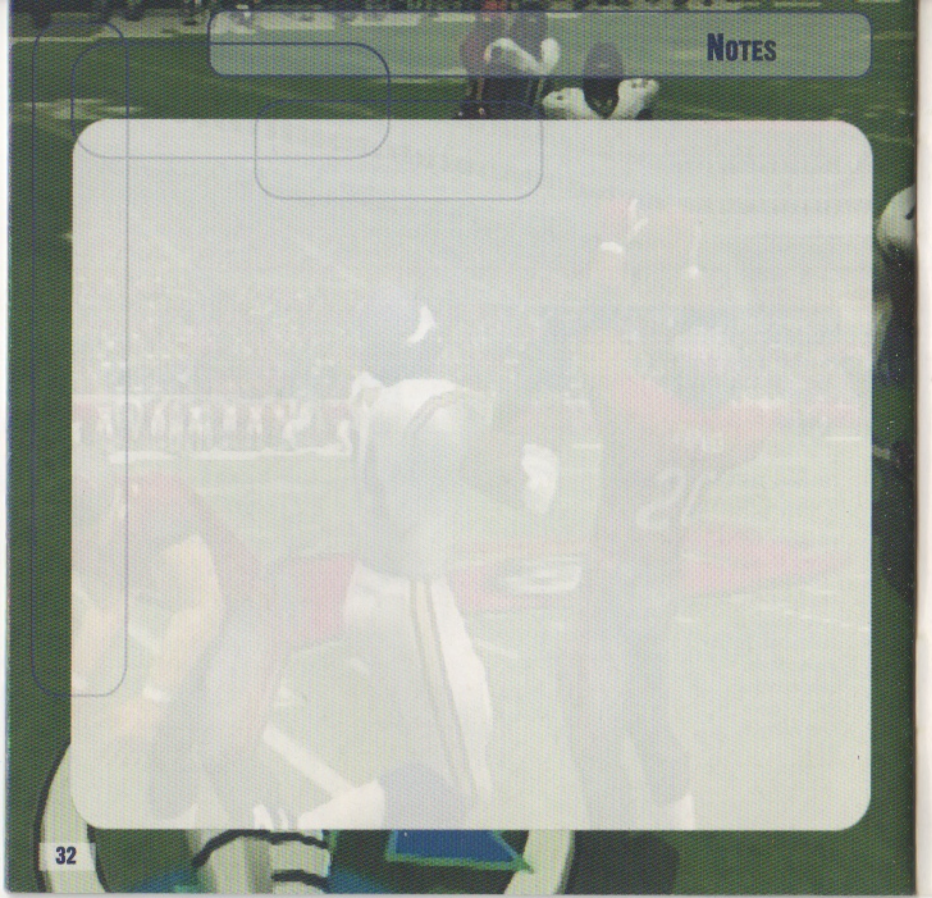
Network Producer
Jeff Hedges

Network Assistant Producer
Nicolas J. Azizian

Network QA Manager
Lance Nelson

Network QA Analysts
Joey Edwards
Darren Nagtalon
Jason Nolen
Leland Ware
Cliff Wilhelm
Eric Wilhelm

Server Administration
Eugene Archibald
Douglas Land
Mark Roberts
Guillermo Castilla
Eric Fehr
Jeff Wade
Tim Tedford



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